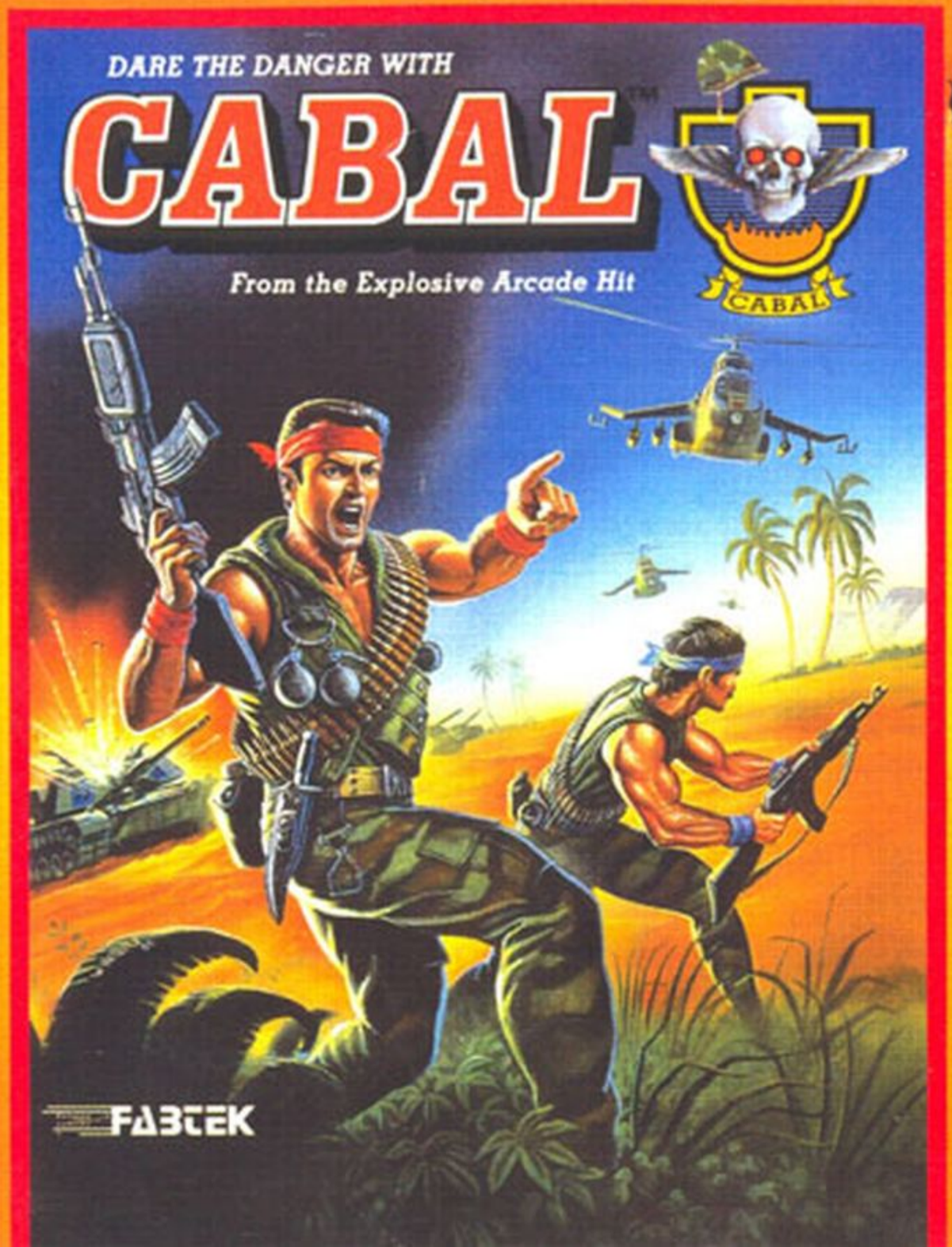
NES-C7-USA★



INSTRUCTION MANUAL

1 OR 2 PLAYERS

Features solo play or simultaneous play for two against the computer!

DARE THE DANGER WITH

CABAL™

Thank you for selecting the Nintendo Entertainment System Cabal Game Pak! For full enjoyment, please read this manual carefully.

MB®
Milton Bradley

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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SYSTEM®

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

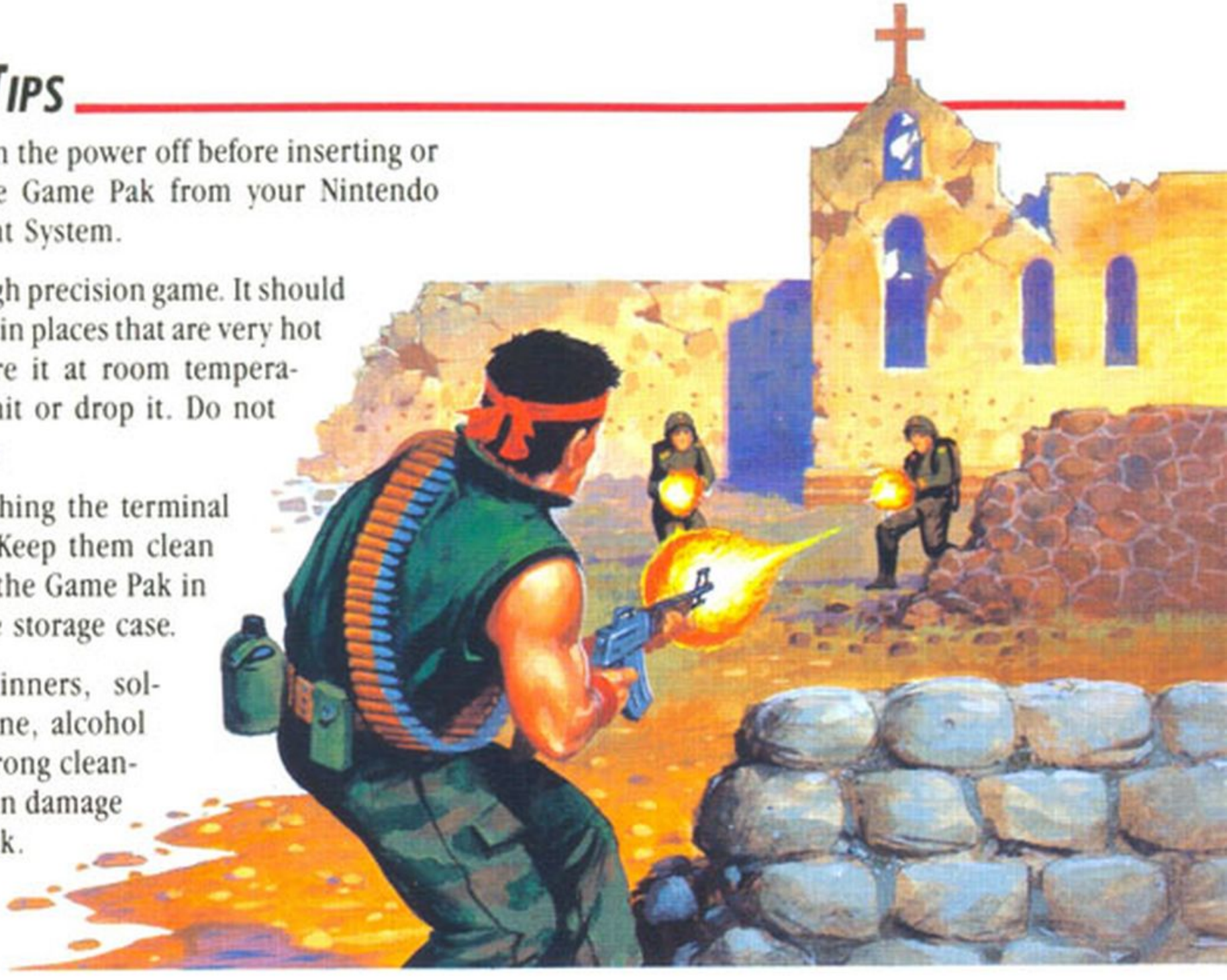
SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.

- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.

- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.

- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.



YOUR ORDERS, SOLDIER

At ease! Major I.M. Havoc here—Combat Consultant to the International World Affairs Council. We've just received notice of a world-wide assault being planned by D.R.A.T.—the Dreaded Republic of Allied Terrorists. The Council has instructed me to select a volunteer to defuse the situation...and guess what? You just volunteered!

Get ready for a week's R & R (Recon and Ruination) at the terrorist camp, on a secluded island paradise. You'll stroll the warm, tropical beaches as bullets shred the sand at your feet. Gaze at enchanting sunsets as you dodge the raking fire of deadly combat choppers. And admire the beauty of ancient ruins. And then ruin 'em some more!

This is strictly a covert operation. The Council cannot claim responsibility for you if you fail. You're on your own and if ya' mess up, it's your hide. The entire terrorist camp must be wiped out or the vermin will begin their reign of terror.

Leave no buildings standing. No ships floating. No choppers flying. And most importantly...clear the entire zone of enemy personnel!

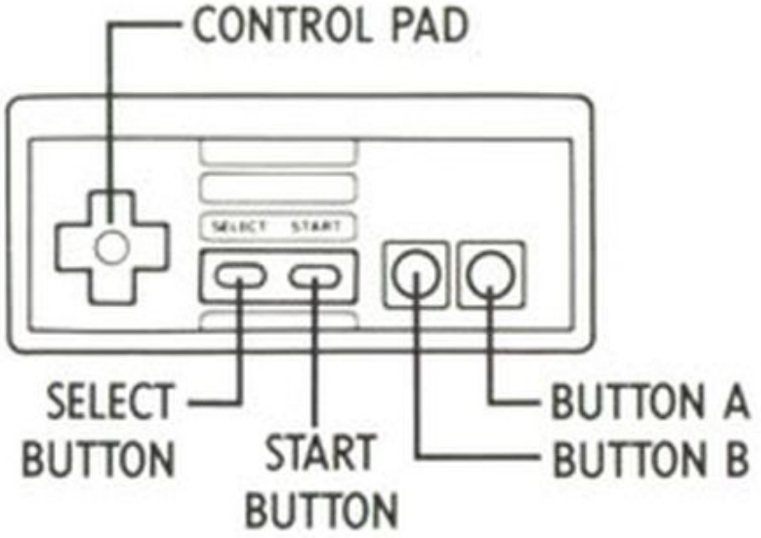
Keep your eyes open and your finger on the trigger. Complete your mission and the world can breathe a sigh of relief. And good luck, soldier. You're gonna need it!

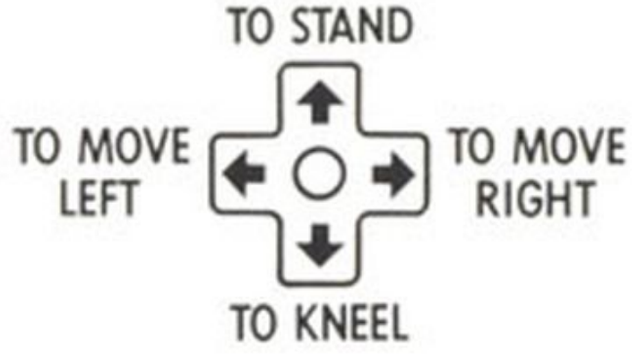
Major I.M. Havoc
Combat Consultant, I.W.A.C.

USING THE CONTROLLERS

The illustration at right shows the controller parts you'll be using as you play.

- To begin your mission and to start each Level—Press the START BUTTON.
- To move—See control pad at right. (See page 8 for more advanced maneuvers.)
- To fire your assault rifle—Press and hold BUTTON A and use the control pad to aim the cross hair.
- To launch your grenades—Use the control pad to aim the cross hair and tap BUTTON A.
- To Pause—Press the START BUTTON.
- To return to the action—Press the START BUTTON.
- To continue after losing all your lives—Press the START BUTTON while PRESS START is flashing.





How To Play

Your Mission

Your objective is twofold:

1. Blast through the 20 different scenes (5 Levels) of the terrorist camp by wiping out terrorists and enemy vehicles.

2. Rack up as many points as possible by destroying buildings, supplies, and landmarks.

Note: You'll also get points for wiping out the terrorists and enemy vehicles.

Two Guns Are Better Than One

At the beginning of the game, another player may join in to play two against the computer. Simply use the other NES Controller and press the START BUTTON while PRESS START is flashing.

Staying Alive

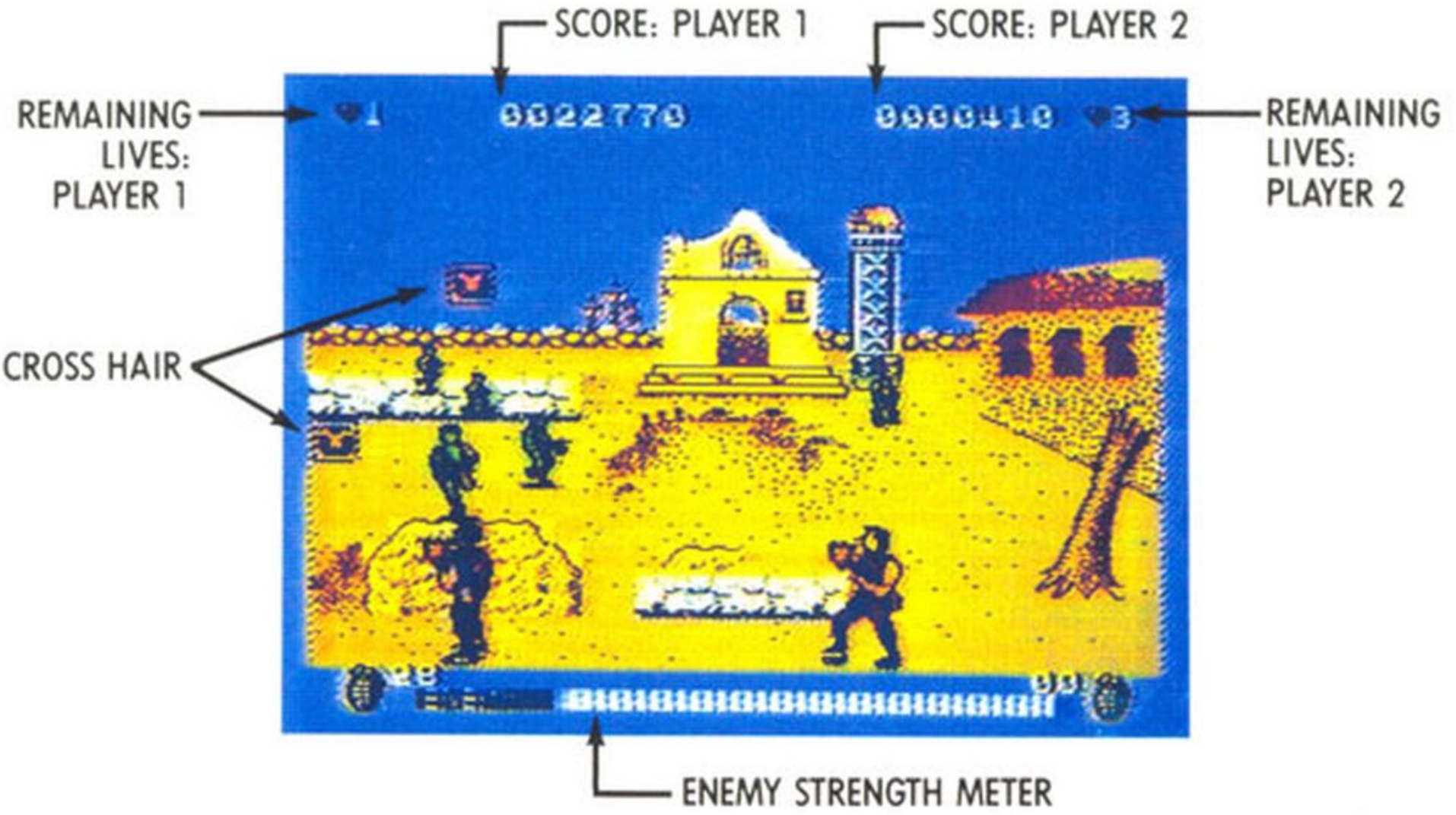
You start the game with five lives. You'll get one bonus life when you complete a Level. Also, you can continue your game after losing your last life: just press the START BUTTON while PRESS START is flashing. You get three continues.

Each time you get another life, you'll blink for a few seconds. During this time you're invincible. So wreak all the havoc you can!

Enemy Strength Meter

You must wipe out terrorists and destroy enemy vehicles to move from one scene to the next. Keep an eye on the enemy strength meter at the bottom of the screen—it indicates how much more destruction you must do before moving on.

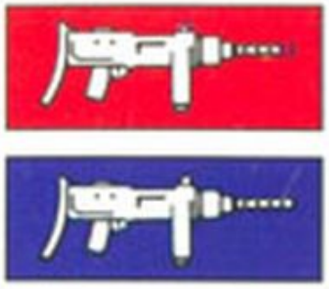
This is a 2-Player Game



GUNS N' AMMO!

What do you need to take on an entire terrorist camp? You'll start the game with a TUF-99 assault rifle and 10 FRAG-57 grenades. Just line up your targets in the cross hair to shoot 'em down!

Pick up these bonuses whenever you can:



• Pick up the BONUS machine guns to add intense firepower and rapid-fire ability to your rifle.

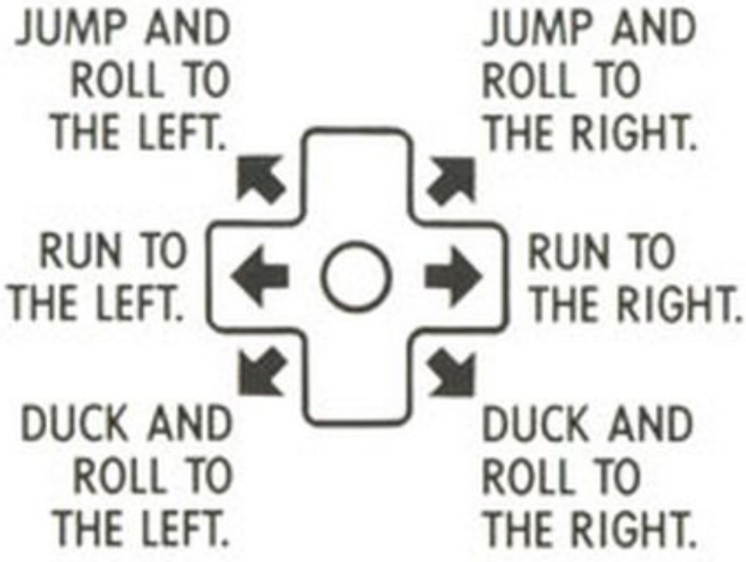
•Pick up the BONUS grenades. You'll need them!

•Pick up the yellow stars to earn BONUS points for a higher score!

JUMP, DUCK, AND ROLL!

To avoid enemy fire, you'll have to move quick. Jump, duck and roll to the right and left across the screen. See the figure below for some advanced maneuvers.

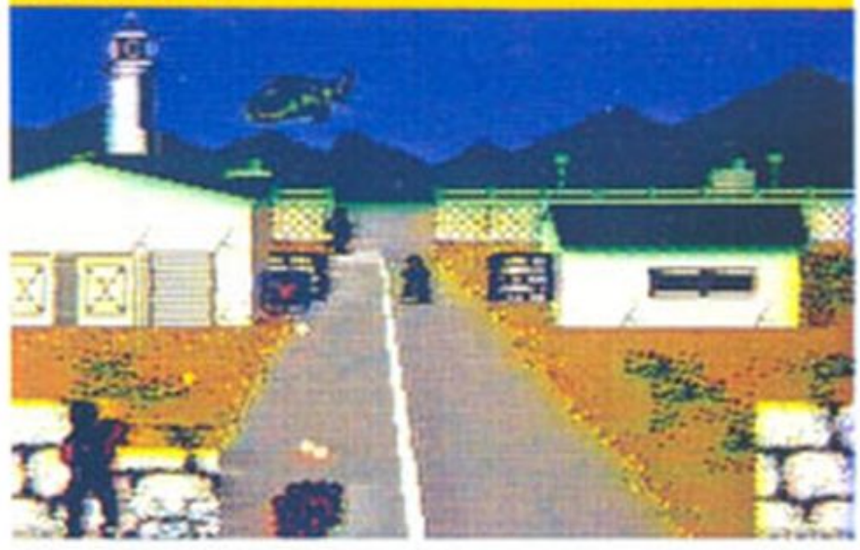
For these maneuvers, hold down Button B and press the control pad in the direction indicated.


JUMP AND ROLL TO THE LEFT.
JUMP AND ROLL TO THE RIGHT.
RUN TO THE LEFT.
RUN TO THE RIGHT.
DUCK AND ROLL TO THE LEFT.
DUCK AND ROLL TO THE RIGHT.

FIVE BATTLE LEVELS, 5-STAR ACTION!

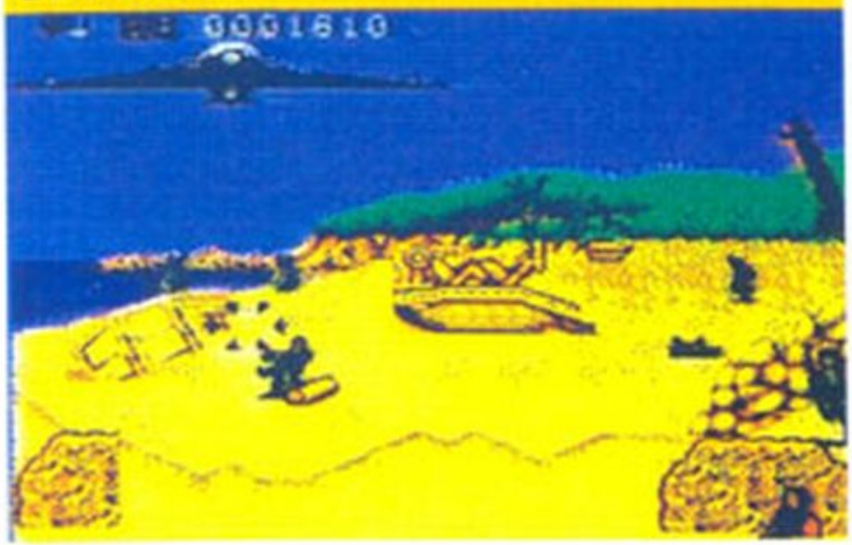
There are 5 Levels to get through, each with 4 scenes. The terrorists will throw everything they have at you, including the kitchen sink. Battle tanks, choppers, sharpshooters and a whole lot more! At the end of each Level, you'll have to defeat an awesome "war machine" to go ahead.

LEVEL 1



Start off shooting in an old village and then proceed to the terrorists' air base...if you survive. There, D.R.A.T.'s troops, armored assault vehicles and choppers have formed a little welcoming party for you. When you reach the air base, be prepared! The Super-Strike Chopper will drop in to say "hi." Defeat the chopper and you can move ahead.

LEVEL 2



This Level gives "hit the beach" a whole new meaning! Rake the sand with your bullets and pound the turf with your grenades. Enemy frogmen lurking in the tide-pool add a little intensity to the hard-hitting action. After the beach, you'll head inland where the action doesn't get any cooler. A little "sub-prise" awaits you, ready to halt your progress.

LEVEL 3

Welcome to D.R.A.T.'s naval headquarters. The loading docks are crawling with terrorists, who can make your stay very unpleasant. Destroy warehouses, giant cranes and a battleship while avoiding deadly air-fire from choppers and jet fighters. Then demolish cannons by the truckload to advance to Level 4.

LEVEL 4

It's a jungle out there! And if you make it out alive, it's into the unforgiving heat of the desert. There, you'll encounter more terrorists than you can shake a stick at, so launch a grenade or two. Your aim and persistence will be tested as you try to destroy the cannons in the shell-spewing pillboxes. If you're successful, it's on to Level 5.

LEVEL 5

Make molehills out of mountains in this final Level. You'll have to draw on your last reserves as the relentless terrorist troops seem to grow out of the desert sand. Wipe them out and confront D.R.A.T.'s last line of defense. Keep your gun blazin' because you never know what's going to pop up. Defeat D.R.A.T.'s final "war machine" and you've completed your mission.

WINNING THE GAME

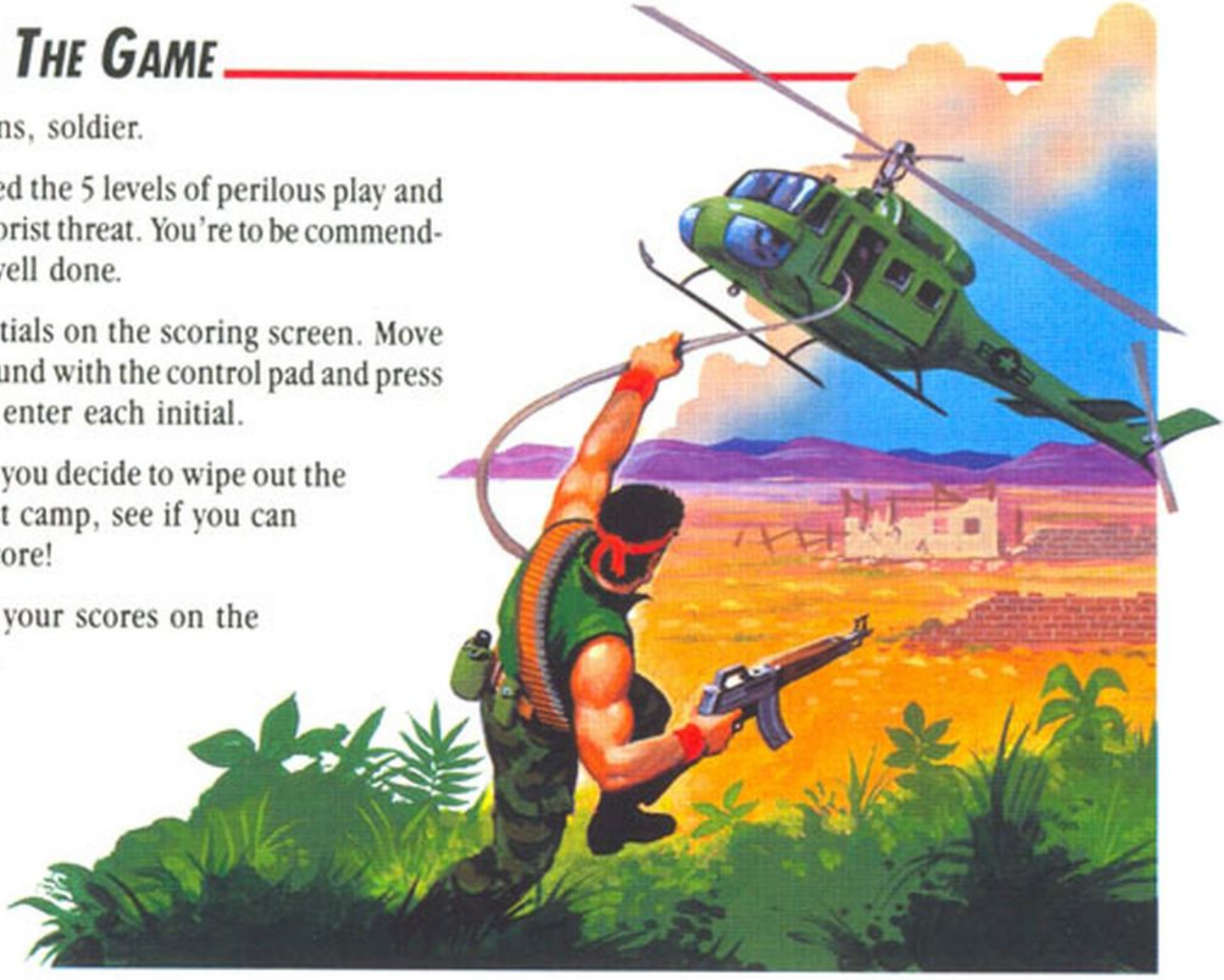
Congratulations, soldier.

You've survived the 5 levels of perilous play and ended the terrorist threat. You're to be commended for a job well done.

Enter your initials on the scoring screen. Move the cursor around with the control pad and press BUTTON A to enter each initial.

The next time you decide to wipe out the entire terrorist camp, see if you can better your score!

Keep track of your scores on the page at right.



WHAT'S YOUR RANK?

SCORING RANGE	RANK	NAME	DATE
0—50,000	Grunt (keep trying)		
50,001—100,000	Sergeant of Special Commando Forces		
100,001—250,000	Enemy Elimination Engineer		
250,001 +	I.W.A.C.'s Official Ambassador of Ill Will		

COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.
- Consult the dealer or an experienced radio/TV technician for help.

MILTON BRADLEY COMPANY 90-DAY LIMITED WARRANTY

Milton Bradley Company warrants to the original purchaser only, that the Game Pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the Game Pak is found defective within 90 days from the date of purchase, it will be replaced. Simply return the Game Pak to Milton Bradley Company along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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Game Counselors are available
Monday-Friday 8:00 AM - 4:45 PM
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